

Cameo Club

Black Jack House collections

Bet	Collection
\$10 to \$100	\$1.00
\$105 to \$200	\$2.00
\$205 to \$300	\$3.00
Player / Banker	\$2.00

Limits \$10 to \$300

One split max to \$600

One double down max to \$600

Player banker position may bank twice. Then the player banker position is passed clockwise around the table and offered to each and every player.

Cameo Club

Double Hand Poker House collections

Bet per square	Collection
\$10 to \$100	\$1.00
\$105 to \$200	\$2.00
Player / Banker	\$2.00

Limits \$10 to \$200 per square

5 Squares per player hand delt

\$1000 max bet per player hand delt

6 player hands and 1 player banker hand

Player banker position may bank twice. Then the player banker position is passed clockwise around the table and offered to each and every player.

CAMEO CLUB

Updated 5/22/07

NO-LIMIT TEXAS HOLD'EM COLLECTION FEES

Table Limits	6 Players or More	5 Players	4 Players or Less
All Table Limits	\$5.00	\$4.00	\$2.00

21st Century Blackjack

NO BUST

21st
CENTURY
BLACKJACK

21st Century Blackjack

PLAYER - DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands.

There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.

The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.

Player/ dealers are never required to cover all opposing players' wagers. The house never participates as a player/ dealer. The house never takes a percentage of the wager placed in the game.

There is no maximum on the player /dealer's wager.

The following chart outlines the rules regarding player/dealer drawing procedure. After all players have exercised their rights to draw additional cards, the player/ dealer may receive his/her draw cards. Player/ dealer may draw as many cards as permitted.

Rules for Player / Dealer		
Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

21st Century Blackjack

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two UP cards. After all players, including the player /dealer, have received their initial two cards, starting from the next clockwise position from the player /dealer, players may receive additional (hit) up cards. Players may draw as many cards as permitted.

Rules for Players		
Must Stand on	Must Hit on	Have Option on
<u>Soft&Hard 20</u> <u>Soft&Hard 21</u> <u>Natural 22</u>	<u>11 or Less</u>	<u>12</u>
		<u>13</u>
		<u>14</u>
		<u>15</u>
		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

21st Century Blackjack

VALUES OF CARDS

A single or plural deck of standard cards is used for playing of the game. If multiple decks are used one Joker is added to each deck.

- All cards have their face value.
- Joker is a “Wild” card. Aces are 1 or 11.
- Picture cards have value of 10.

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1 or 11
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	10
11.	Jack	10
12.	Queen	10
13.	King	10
14.	Joker	Wild

21st Century Blackjack

OBJECT OF THE GAME

The object of the 21st Century Blackjack for the players is to, upon receiving the initial two up cards, add the numerical values of the cards of the hands and:

- Draw additional cards if needed.
- Achieve the best possible point total (Natural 22).

GAME RULES

The following are game rules for 21st Century Blackjack.

1. If a player's total is more than "Natural 22", and the Player/ Dealer's total is "Natural 22" or less..... **Player /Dealer Wins.**
2. If a player's total is "Natural 22" or less, and the player /dealer's Total is more than "Natural 22".....**Player Wins.**
3. If a player's total is more than (Natural 22), and the player/ dealer's is more than (Natural 22)
 - A) Player / dealer is closer to Natural 22**Player/ Dealer Wins.**
 - B) Player is closer to Natural 22..... **Push.**
4. **Player / Dealer win all ties over "Natural 22".**

21st Century Blackjack




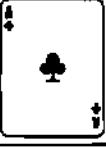


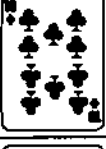

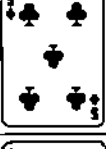




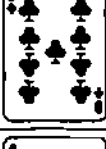



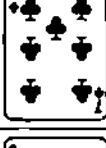


DOUBLE DOWN, SPLIT, ODDS AND SURRENDER


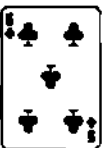

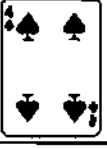

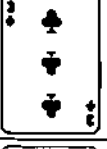






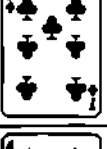


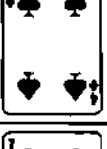










- 1- Players can double- down on any two cards and receive one draw card card.
2. Players cannot split, double down or surrender any hand with a Joker.
3. Players splitting:
 - a) Aces will receive one draw card for each Ace only.
 - b) Any other pair or any two cards of 10-point value will receive multiple draw cards.
4. Players may double down after split.
5. Multiple splitting is permitted (up to 3 times)
- 4 Player's Joker-Joker pays 2 to1.
5. Players can surrender on their first 2 card, and forfeit half of their wager.
6. If the player –dealer's hand is a natural, double down and split wager receives no action.
7. All pay-off to the extend that player/dealer money covers.

NO BUST

21 BLACKJACK

HAND RANKING CHART

HAND RANKING	COUNT VALUE	EXAMPLES	
2	NATURAL 22		
			
	21		ANY CARD
			
			 
3	20		
4	19		
5	18		
6	17		
7	16		

HAND RANKING	COUNT VALUE	EXAMPLES		
8	15			
9	14			
10	13			
11	12			
12	22			
13	23			
14	24			
15	25			
16	26			
17	27			

CAMEO CLUB

RULES FOR DOUBLE HAND POKER

CONTENTS:

GAME DESCRIPTION
METHOD OF PLAY
RULES

DOUBLE HAND POKER is played with a standard 52 card deck with one Joker added, making 53. Each Player is dealt seven cards from which they form two hands, a two-carded and a five carded hand. Traditional Poker rankings are used to determine winners.

When Players' hands are compared to the Designated Player's hands, both hands must be of higher ranking to win. If both are of the same or of lower ranking, the Designated Player wins. If one hand is lower and one higher it is a "push" and neither win.

Play rotates clockwise. Each Player has the option: 1. to be the Designated Player for two consecutive hands; 2. for only one hand then pass that privilege; or 3. refuse the option entirely, in which case it is offered to the next Player.

As in many other games, several Players may wager on the same hand, frequently called "back betting".

METHOD OF PLAY

- * Players make a bet
- * The Dealer deals seven piles of cards of seven each, in turn, in rotation in the middle of the table
- * The Designated Player selects which pile will be distributed to the first player (who is randomly selected in the next step). The Dealer identifies the hand by placing a "button" marked "ACTION".
- * The Designated Player shakes a dice cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards (identified in the previous step) will be distributed.
- * Each pile of seven cards are distributed to each seat at the table. Cards distributed to seats without a wager are collected by the Dealer.

- * Players form two hands, a two-carded and a five-carded hand
- * When all Players' hands have been "set", the Dealer exposes the Designated Player's hand, and sets it according to the Designated Player's instructions
- * Each Player's hands are compared to the Designated Player's hands to determine the winner according to the criteria in the above paragraphs.
- * Bets are collected and paid only to the extent the Designated Player's money is in action.

Example: The Designated Player has \$200 wagered. The first Player had \$60 bet and lost. The Player's bet and \$60 from the Designated Dealer's \$200 are returned to the DP and that money is now "out of action". The DP now has \$140 left in action. The next Player bet \$60 and won. That bet and \$60 from the DP's remaining bet is returned to the winning Player. There has been \$120 of the DP's bet removed from action, leaving \$80 for continued action.. The process continues until the DP's bet has been exhausted, or all bets have been settled. Any money bet by the DP which has not received action is returned.

RULES

1. The Garden City does not participate in the actual play of the game, and has no interest in the outcome of play. No Player ever plays against, or makes a wager against The Garden City.
2. Time collection is taken in advance for each bet. You must have a full minimum bet **after** paying collection.
3. Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
4. You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated
5. Any amounts over the maximum table limit will receive no action.
6. The Designated Player is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the San Jose Cardroom Ordinance.

7. "Kum-Kum" bets will be paid off and/or collected as one bet.
8. Players who choose to bet "Kum-Kum" must each wager at least the minimum bet permitted at the table.
9. Players who bet "Kum-Kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
10. All action goes clockwise, starting with the action button.
11. All cash must be changed to chips before the action will be accepted. All bets will be paid off with chips.
12. The Player who controls the seat is the active Player for that position and the only one allowed to handle the cards. The active Player also has the final say on how the hand is set.
13. No Player is allowed to pick-up any hand out of sequence. The Dealer will be instructed to push the hand to the Player and then to replace the hand in it's proper position.
14. Backline Players may participate in the play of the hand. If the active Player and Backline Players(s) disagree over the play of the hand, the seated Player makes the final decision.
15. Anyone making a backline wager must notify the seated Player that he has done so. In the absence of a notification, the seated Player could have claim to all the money wagered.
16. In the Designated Player position, the largest wager in action makes the final decision on any disagreement on the play of the hand.
17. The Designated Player may allow any person to shake the dice, except a Garden City employee on duty.
18. Once the Dealer has announced "no more bets" and opened the dice cup, no one may change his wager.
PENALTY. Possible forfeiture of wager to the extent money covers, exclusion from premises, and subject to prosecution.
19. The Dealer is not allowed to have any INFLUENCE on the outcome of the Designated Player's hand (cutting cards, selection of action pile, shaking of dice, and giving an opinion on the setting of the Designated Player's hand are all examples of INFLUENCE).
20. The Dealer is not allowed to pay collection for any Player.
21. The Designated Player's hand will not be opened until all hands have been set. "House way" hands will be set before the Designated Player's hand is opened.
22. All Players must put the entire wager in the spot before the dice are exposed by the Dealer. Only money in the squares plays. Stating "money covers" or other call bet is NOT acceptable.

23. If the Designated Player's hand is accidentally exposed before all hands are set, the unset hands will be set "house way".
24. Any active Player is entitled to ask the Dealer the amount of the Designated Player's wager, to the extent that it affects the play of his hand.
25. No side bets or proposition bets are allowed.
26. Any Player wagering on a spot the previous hand has the option of being the Designated Player there on the next hand (in turn). If there was no wager on the previous hand, no one may be the Designated Player on that spot.
27. A Player may not surrender his hand.
28. Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any Player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
29. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
30. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
31. All Players are forbidden to show or discuss their hands with any Player involved in another active hand.
32. A Player may see one hand only, regardless of the number of hands on which he has wagered.
33. The Joker may be used as an Ace or to complete a straight or as the highest unmatched card in a flush.
34. A misdeal will be declared if (a) a Joker or Ace is boxed or exposed, or (b) if two or more cards are boxed or exposed.
35. All FOUL hands are considered losing hands.
36. A Player has a FOUL hand if:
 - (a) The two-card front hand is stronger than the five-card back hand, or
 - (b) The Player does not have exactly two cards in the front hand, or
 - (c) The Player does not have exactly five cards in the back hand, or

- (d) The Player does not protect his hand and it comes in contact with other cards.
- (e) The FRONT hand is defined as the one containing two cards; the BACK hand is defined as the one containing five cards, regardless of where the hands are eventually positioned.

- 37. A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
- 38. Players are responsible for the final setting of their hands. When a Player requests assistance on the setting of a hand by the house dealer the hand will be set "house way".
- 39. Any "house way" hand improperly set by the Dealer will be reset by management, if it can be retrieved intact.
- 40. The Dealer cannot allow the Designated Player to set his hand foul, it will be reset the "house way" by management and play will continue.
- 41. After the Dealer has dealt out the seven piles of cards, the stub of the deck must have four cards remaining. If the stub of the deck has more or less than four cards there will be no action and all hands will be redealt.
- 42. The Dealer must get the Designated Player's instruction, with obvious gesture, before opening the first Player's hand.
- 43. The Garden City will not be responsible for any hand that is "ok'ed" for action by the Designated Player.
- 44. Once the first Player's hand is exposed, the Designated Player may not reset his hand. (Defer to Rules #41 and #44.)
- 45. Only the Designated Player may request a change of deck between the first and second deal. Any active Player may request a deck change during the change of designated Players.
- 46. When two identical cards are turned up, that hand will be declared a misdeal. All previous hands will stand as played.
- 47. A hand that has been misread by the dealer will play at true value if it can be retrieved intact.
- 48. "COPY": If a Player's front hand has the same value as the Designated Player's front hand, it is called a "copy". The Designated Player's front hand is then considered the winner. The same "copy" rule is applied to the back hand.
- 49. A Player is allowed to "hold" a seat for up to one (1) hour. When time is up, chips will be removed and seat forfeited.

RULES FOR HOLD'EM

CONTENTS:

DESCRIPTION OF GAMES HOLD'EM
GENERAL RULES RULES #1 to #3
DEALING RULES RULES #4 to #10
RULES OF PLAYING RULES #11 to #14
RULES OF PLAY - BLINDS RULES #15 to #27
BETTING RULES RULES #28 to #34
SHOWDOWN RULES RULES #35 to #39

HOLD'EM POKER

HOLD'EM is played using a standard 52 card deck. The object is to make the best High hand among competing Players using the traditional ranking of Poker hands.

METHOD OF PLAY

- * Blinds are posted as in many other Poker games.
- * Each Player is dealt two cards, one at a time, in rotation, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.

- * Three cards are turned face up in the middle of the table. These are commonly called the "flop."
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fourth card is turned next to the initial three (Fourth Street).
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fifth and final card is turned next to the previous four. ("The River Card"/"At The River"). These five cards are common to all active Players.
- * A final betting round.
- * All active Players expose their hands. Using the best of their personal two cards and the five communal cards, the active Player with the best five-card High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected abandoned, or discarded hands are dead or have been folded.

Neither the house nor the dealer can be held accountable for the Player's failure to protect his hand. At management's discretion, a hand may be considered retrievable.

2. Initial buy-ins for all of the above games is ten times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys which bring you up to the minimum buy-in will not be considered a short buy-in.
3. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw--high card receiving the button--among the players in the new game, after the deck has been shuffled and spread face down on the table by the dealer. If two or more players draw the same high card, the deal will be determined by suit rank--spades, hearts, diamonds and clubs.

DEALING RULES

4. A card placed face up in the deck (boxed card) is dead and is dealt into the discards. A boxed card is replaced by the next card below it in the deck. If a Joker were to appear in a deck, it would be treated as a dead card. If a Player does not call attention to the Joker among his down cards before acting on his hand,

then he has a foul hand and forfeits all rights to the pot and all monies involved.

5. If a Player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face up on top of the deck. The exposed card will be used as the burn card after all action, before the flop, is completed.
6. If a Player is dealt more cards than the game he is playing in calls for, and it is discovered before he acts on his hand, the extra card will be retrieved and placed on the top of the deck as the burn card. The Player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the Player has acted on his hand, all monies, antes and blinds are forfeited by that Player.
7. If the flop has too many cards, it will be taken back and reshuffled except the burn card which will remain burned. The dealer will deliver a new flop after burning a card. This method is used unless there has been substantial action based on an improper card, in which case, the card the Players based their actions on will stand, and the Dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If

this occurs, the Dealer will not burn the top card before dealing another round of cards.

8. If cards are flopped by the Dealer before all the betting is completed, the entire flop is taken back and reshuffled.
9. If the Dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will reshuffle the deck including the card that was taken out of play but not the burn card or discards. The Dealer will then deal the fifth card.
10. If the fifth (5th) card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.

RULES OF PLAY

11. A Player who allows substantial action to occur behind him risks forfeiting his right to initiate action on his hand and in certain circumstances may have his hand nullified.
12. A Player who posts a regular size blind may only put up the amount required by the structure of a particular game. Oversize blinds are prohibited.
13. Initial round betting action begins with the Player who

is to the immediate left of the "big blind."

Thereafter, action begins with the Player to the immediate left of the dealer button.

14. Players entering a new game are entitled to a free hand(s) if the blind has not passed that position on the initial round.

RULES OF PLAY - BLINDS

15. A Player should pass through all the blind positions each round. Players departing the game and creating open seats may force the dealer button to skip ahead but, this does not save a Player at the table a blind position on any given round. Players in games are responsible for putting in the total amount of the blinds each round even though the dealer button may skip ahead.
16. When a new Player enters a game he must wait for the big blind or post the amount of the big blind. If he chooses to post the amount of the big blind, the blind acts as his opening bet and he may either call by rapping the table or raise.
17. An established Player who misses all or part of his blinds on a round can make them up by posting an additional blind--an amount equal to the sum of the blinds. The excess amount over the bring-in or big blind becomes dead money and is placed in the center pot

as it is not part of the bet. The additional blind plays in turn and is a live blind.

18. An established Player who misses all or part of the blind(s) will be given a "missed blind" button. To receive a hand when he returns, a Player with a missed blind button must do one of the following:
 - a. Wait and come in on his big blind;
 - b. Place an additional blind in the pot (See #17);
 - c. Place a straddle blind in the pot, if position is to immediate left of the big blind. (See #21).

A Player who makes up his blind is still required to take the blind in normal rotation.

19. A new or established Player waiting for the big blind must still post an amount equivalent to the big blind even though a Player being eliminated on the previous hand places the Player in the middle blind position. If this should occur, there would be two big blinds in play for that hand. On the next hand the new Player will be on the button, as the button will move forward one position.
20. Established Players returning to a game or new players entering a game can receive a hand at any time by posting the appropriate blind, including "taking it in the middle" of the existing blinds. The dealer button

will skip over the Player who receives a hand in this manner on the next deal.

21. An established Player who misses all or part of his blinds on a round can make them up by posting a "straddle blind." A straddle blind can only be posted by the person on the immediate left of the big blind. A straddle is always twice the size of the big blind. The rules governing straddle blinds are as follows:

- a. Only one straddle blind is permitted on a deal. (However, if the Dealer breaks the house rule and allows an additional Player to post a straddle blind and substantial action takes place, the bet must stand is live);
- b. A specific size straddle is set for each game. A straddle of larger size than regulation is not permitted;
- c. The action before the flop is initiated by the person on the immediate left of the straddle;
- d. The straddle is a live blind; that Player may raise the pot;
- e. The button never has the option of posting a straddle blind;
- f. If a Player posts an additional blind in the straddle position, but does not post the amount of a straddle blind, he will be the first Player to act;

g. No sleeper bets are allowed.

22. A Player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a Player from continually changing seats to unfairly get several extra hands before taking a blind.
23. A Player who has fulfilled all his blind obligations, then immediately moves to a new seat, has the option of letting the blinds pass by without penalty. He has not unfairly received any hand because his relative position to the blinds has not improved.
24. A Player who needs to make up a blind and looks at any of his cards before posting the blind money has a dead hand, provided the error is caught before the Player acts on his hand. If he acts before the mistake is caught, the hand is live and may be played, and the Player makes up the blind on a subsequent deal.
25. If the big blind is less than the required amount because that Player is all-in, all subsequent betting action is taken as if the full amount had been posted and the blind plays short. If the Player who was short wins the pot or buys chips the next hand, he is not required to make up the short.

BETTING RULES

26. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a Player has gone all in for an amount less than a full bet or raise, the next Player can call the equivalent amount or put in an amount equal to a full bet or raise. For example: In a \$3-\$6 game, on the last card, the first Player bets \$6. The next Player goes all-in for \$10. The next Player to act may call the initial bet and all-in wager by placing \$10 in the pot or he may raise the initial bet by placing \$12 in the pot.
27. String bets or raises are not allowed. A Player must put in an amount at least equal to one half a bet to be allowed to return to his stack to complete the bet or raise. A verbal declaration, i.e. I bet, I raise, before action is started, clarifies the action and allows the Player to return to his stack to fulfill his bet or raise.
28. Check and raise is permitted.
29. Anyone who checks out of turn may not initiate any action.
30. A bet and three raises are allowed. When only two Players remain in the pot there is no limit to the number of raises.
31. A Player who puts a single chip into the pot that is

larger than the bet to him is assumed to have called the bet, unless he announces "raise."

32. All blinds are "live," meaning the Player with a blind has the option of raising the pot when the action reaches him even if there has been no previous raise.

SHOWDOWN RULES

33. Cards Speak: Winning hand must show all cards prior to pot being awarded. Cards read for themselves. The Player instituting the action (either by betting or checking) must turn his hand over first upon completion of all action and best hand wins.
34. Although verbal declarations with regard to the content of a Player's hand are no longer binding, a Player miscalcating a hand and causing another Player to discard their hand may, at the discretion of Management, risk forfeiting the pot and further disciplinary action.
35. No pot may be awarded until all losing hands have been killed. The winning hand should remain face up until the pot is awarded.
36. The winning hand must show all cards face up on the table prior to the pot being awarded unless all other active hands have been discarded and only one intact hand remains.

OMAHA POKER

Omaha Poker is frequently called Four Card Hold-Em because, except for a couple of variations, both games are the same. The differences are: players are each dealt four cards in Omaha vs. two in Texas Hold-Em and players **MUST** use exactly two cards of their four, along with three of the common cards exposed on the table in order to form their five-carded poker hand. The traditional rankings of hand apply.

All general poker rules and Hold Em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to continue and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

All active players expose their hands. *Using exactly two of their personal four cards and three of the five communal cards*, the active player with the best high hand is awarded the pot. In the event of ties in poker games, the "pot" is split amongst the players who "tie".*

Value of high hands in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. 3 of a Kind
7. 2 Pair
8. 1 Pair
9. no Pair

OMAHA HI-LO SPLIT POKER

Omaha Hi-Lo Split Poker is played the same as Omaha Poker with some variation. Omaha Hi Lo Split Poker uses a standard 52-card deck, generally without the Joker. * The Ace can be used for both High or Low hands. The qualifier for Low is eight or better (five cards eight or lower that are not paired.) * As in Omaha Poker, player must use two of their four personal cards along with three of the common five to form a traditional poker hand high and /or low. They may use a different set of two cards to form each hand. At the showdown time, the best high hand and the best low hand will split the pot. If the game is played with a qualifier for low and there should be no low, the entire pot is awarded to the best-exposed high hand. A player may make the best high and best low to win the entire pot. ~~In the event of a "tie" in poker games, the 'pot' is split amongst players who tie.**~~

All general poker rules and Hold'em rules apply to Omaha games.

Standard 52-card deck is used.

Blinds are posted as in many other forms of poker.

Players are dealt four cards, face-down, one at a time, in rotation, in turn.

A round of betting ensues for players who wish to continue and contend for the pot.

Three cards are turned face-up in the middle of the table. These are commonly called the flop.

A round of betting ensues for players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three.

A round of betting ensues for players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. These five cards are common to all active players.

A final betting round.

Value of high hand in sequence:

1. Royal Flush
2. Straight Flush
3. 4 of a Kind
4. Full House
5. Flush
6. Straight
7. 3 of a Kind
8. 2 Pair
9. 1 Pair
10. no Pair

Value of low hand in sequence:

1. A,2,3,4,5
2. A,2,3,4,6
3. A,2,3,5,6
4. 2,3,4,5,6
5. A,2,3,4,7
6. A,2,3,5,7
7. A,2,3,6,7
8. A,2,3,4,8
9. A,2,3,5,8
10. A,2,3,6,8

NO BUST 21st CENTURY BLACKJACK

4.3

4/23/2006

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Any use of the game, rules, and/or trademarks including "Bonus Ace" without written authorization from 21st Century Gaming Concepts Inc., is prohibited by law.

Existing issued patents:

1-6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
2-6,776,416	Dated	August 17, 2004	No Bust Blackjack Type
Game			
3-6,855,051	Dated	January 9, 2001	No Bust 21
Blackjack			
4-7,022,015	Dated	April 4, 2006	No Bust 21 Blackjack

And additional pending patents

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- 1 Obtain the best possible hand of 21 and a half, or "Natural." (This hand pays 6 to 5.)
- 2 A "Natural" beats all other hands.
- 3 Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- 1 Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- 2 An Ace has a value of :
 - a) 11 and a half on first two cards with all cards with the value of 10's.
 - b) 1 or 11 with all cards with value of 2-9 .
 - c) 1 or 11 with three or more cards.
- 3 Two aces have a value of 2 or 12
- 4 All cards from 2-10 have their face value.
- 5 Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 11 and a half on first two cards with all cards with the value of 10's. b) 1 or 11 with all cards with value of 2-9 . c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

ROUND OF PLAY

1. No-Bust 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players.

c) 1 or 11 with three or more cards.

3. the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.
4. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
5. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
6. Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
7. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
8. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
9. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.
10. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

Rules For Player		
Must Stand On	Must Hit On	Have Option On
ta	nd	on
		tic
		and
		les
		lay
		Mu
		nd
		t H

□20□□□After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card. This card will determine where the "action button" will

11. be placed. □The Action Button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The Action Button is placed based on its numerical value and in comparison to the Players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the Act

□□□□□□□□□□□□Once the hand is played to the end, the payout or collection of the wagers begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been

13. acted upon. □In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected Players by the casino or the Player/Dealer.
14. yer/Dealer. □The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the

c

15. hart below:□□□The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below

or details: □□ Rules For		
er/Dealer□□□	Must Stand On	n□Must Hit On□H
Option On□□□□Hard	17 And Above□So	ft 17

r

Less□None□□□Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/D

Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.

18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural" (21 and a half) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural" the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural," the following will apply:
 - a. If the Player/Dealer is closer to a "natural," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "natural" the Player loses except when the Player has a 3-card hand with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural."
7. If a player has more than a "natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins. The player would win if they had less than a "natural" and the Player/Dealer had more than a "natural."
8. Two cards 21 and a half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

1 DOUBLE-DOWN

- o Players can double-down on the first two-cards only, with the exception of all Natural. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
- o There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

2 SPLIT

- o Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Players may double-down or surrender after each split.
- o Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is

permitted. Multiple splitting of aces is permitted.

- There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

3 SURRENDER

- Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the Player's) play for that hand will cease.

4 ODDS

- Any Natural hand pays 6 to 5

5 INSURANCE

- When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

Game Options:

1-If a Player's and the Player/Dealer's totals are more than a "natural ", the following will apply:

- c. If the Player/Dealer is closer to a "natural," the Player/Dealer wins the hand.
- d. If the Player is closer to a "natural " the Player loses except when the Player has a 3-card hand with the value of 25 and then they will "PUSH".

Bonus Ace'

The Player/Dealer position must rotate in a continuous systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an Intervening Player/Dealer so one person cannot continually occupy the position and the "Bank" hand within the meaning of Oliver v. County of Los Angeles (1998) 66 cal. App 4th 1397, 1408-1409. And in Addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relation to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Divison of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

21st Century Blackjack Collection

Wedge Amounts	Player/Dealer Collection	Player Collection
\$10 - 100	\$1	\$1
\$105 - 200	\$2	\$2
\$205 - 300	\$2	\$3

2/1/04 - 1/31/07